

INVENTION TITLE

SESQUIP™

This is a continuation of application Serial Number 10/092,959, filing date 02 / 04 / 02.

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References Cited:

US Patents

11	3,678,602	7/25/72	Alam	35/273
12	3,117,178	1/14/64	Wiebe	273/130
13	4,607,848	8/26/86	Maguire	273/269
14	1,146,808	7/20/15	Miller	
15	1,538,156	5/19/25	Beatty	
16	5,479,506	12/26/95	Rehm	380/273

Foreign Patents

19 1,159,120 7/23/69 British G069

BACKGROUND OF THE INVENTION

22 The present invention is a vocabulary building method that uses a vocabulary building
23 exercise that utilizes definitional clues to decipher a common phrase, name, thing, or title in such a
24 way as to provide educational value by building a student's vocabulary in a recreational fashion.
25 The game can be tailored to the educational level of the student by varying the complexity of the
26 puzzle to be solved. It can also be adapted to a variety of media including but not limited to print
27 media forms such as in a newspaper or puzzle book, as a board game, as an Internet game, or as a
28 computer game.

BRIEF SUMMARY OF THE INVENTION

1 SESQUIP™ (from sesquipedalian... given to the use of complex words) is a vocabulary
2 building method utilizing a vocabulary building exercise that can be attempted by one or more
3 students. The student(s) are presented with a common title, name, thing, or phrase such as "All
4 Dogs Go To Heaven" using words that may not be common to the student (e.g., Curs are supernally
5 fated in every case). The student uses his vocabulary to decipher the common phrase, name, thing
6 or title. If the student cannot accomplish this by use of his current vocabulary, the student is
7 presented with a number of clues, each of which provides the definition of one or more of the
8 unknown words. After each clue, the student again attempts to decipher the correct phrase, name,
9 thing or title. If the student accomplishes this, he or she now knows the definitions of the other
10 unknown words without the use of the clues. In either case, if by use of the clue(s) or discovering
11 the meanings by association after deciphering the common title, name, thing, or phrase; the student
12 has increased his or her vocabulary. A scoring scheme can be used to track the progress of each of
13 the student(s).

14 Examples of vocabulary building games are disclosed in U.S. Patent 3,678,602. Games
15 using clues are disclosed in U.S. Patents 3,117,789 and 4,607,848. Games that require the player to
16 determine the meaning of foreign phrases are disclosed in U.S. Patent 1,146,808 and British Patent
17 1,159,120. Other games require the matching of cards where a word and its synonym are on
18 different cards or use morphemes or cyphertext (U.S. Patents 1,538,156; 3,678,602; and 5,479,506).
19 None of these games disclose the method of this application where the vocabulary is built by the use
20 of a sesquipedalian using common titles, names, things, or phrases as its root. Similarly the present
21 invention's use of definitional clues for assisting the student in determining the meaning of the
22 sesquipedalian is also unique in this context.

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24 **BRIEF DESCRIPTION OF THE DRAWINGS**

25 Figure 1 is a view of SESQUIP™ vocabulary building method in an embodiment suitable
26 for print, computer, or Internet play including three phrases, names, titles or things to determine
27 along with a series of definitional clues for assistance in determining the answer.

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29 **DETAILED DESCRIPTION OF THE INVENTION**

1 The object of the method of the present invention is to decipher the meaning of a
2 common title, name, thing, or phrase from the sesquipedalian (word or string of not
3 commonly known complex words) presented. If it can not be determined directly from the
4 sesquipedalian by use of the student's own vocabulary, one or more of the definitional clues
5 can be used to assist in determining its meaning thus increasing the student's vocabulary.

6 Figure 1 shows one possible layout for the method. It includes the method's title **1**,
7 a section of instructions **3** including a scoring system **4**, and a series of vocabulary building
8 exercises (sesquipedalian) **5, 9, & 13**. Also described is the category of the sesquipedalian
9 **6, 10, &14**. With each vocabulary building exercise is a series of clues **7, 11, & 15** which
10 can be used to assist the student in deciphering the sesquipedalian. It also contains an area
11 that contains the answer **23** and an area that can be used to keep score **17** which includes a
12 difficulty level **19** and an area for your score **21**.

13 To begin, a student studies the vocabulary building exercise (sesquipedalian) in
14 light of the category, and using his or her current vocabulary level attempts to decipher its
15 meaning. If the student is successful, he or she receives the full number of points for that
16 exercise along with a bonus **4** for not needing to use any of the clues and records his or her
17 score in the space provided **21**. If the student is unable to decipher the exercise, he or she
18 can use a definitional clue **7, 11, or 15** to aid the student in determining the sesquipedalian.
19 Each clue provides a definition of one of the unknown words in the sesquipedalian. After
20 studying the clue, the student again attempts to decipher the sesquipedalian. If he or she is
21 successful, the student has increased his or her vocabulary, does not receive the bonus
22 points **4** associated with using the clue and his or her score is recorded in the scoring area
23 **21**. The use of the definitional clues continues until the sesquipedalian is correctly
24 determined or the student has used all the clues thus revealing the deciphered exercise and
25 increasing his or her vocabulary recording the appropriate score.

26 If more than one student is participating, students can work independently and
27 compare scores or they can work together on an exercise. Student(s) can also check their
28 vocabulary level against a predetermined expert score **19** and use that as an indication of his
29 or her skill level.

1 The novelty of the present invention is the use of a sesquipedalian as the means for
2 developing vocabulary building exercises at various educational levels using common
3 titles, names, things, or phrases. A further novelty of the present invention is in its use of
4 definitional clues for presenting the student with help in determining the sesquipedalian.

5 The present invention has been described in detail above by way of a specific
6 example and in a specific embodiment for purposes of illustration only. The invention is
7 not intended to be limited by this description

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